AMENDMENTS TO THE SPECIFICATION

Please replace the paragraphs beginning on page 6, line 9 and ending on page 7, line 5 with the following:

Referring to FIG. 5, upon sensing a first electromyogram signal 12 as described earlier, the processor 32 can optionally detect a "click" 51 (a click being the equivalent of a left and/or right click as can be asserted, for example, by a mouse or trackball controller). A click 51 can be detected 54 by sensing, for example, a very short duration electromyogram signal. So configured, a user would only flex a monitored muscle very briefly to thereby create an electromyogram signal that would be detected 54 as a click 51. Other schemes could be utilized as well, of course. For example, two quick successive muscle flexings could be required, or a short first flexing followed by a medium length second flexing. Many other approaches could be utilized as well, and the invention should not be viewed as being limited to any particular pattern or scheme. Upon detecting 54 an electromyogram signal that is to be interpreted as a click 51, the processor 32 establishes 52 that a click has been asserted.

Otherwise, presuming either that a click 51 has not been detected 54 or that no click detection has occurred, the electromyogram signal is utilized to establish 53 a corresponding angle of directional movement for the display indicator. This information can then be optionally used to rotate the corresponding screen symbol. For example, an on-screen cursor 61 may have a starting position and orientation as depicted in FIG. 6. Based upon the angle of directional movement as established 53 by the processor 32, the on-screen cursor 61 can be rotated 71 as depicted in FIG. 7. The amount of rotation 71 can comprise a function of the magnitude and/or duration of the electromyogram signal (and hence the magnitude and/or duration of the monitored muscle flexing). Rotation 71 of the on-screen cursor 61 can either be done after the signal has been fully processed or during processing of the signal. The latter approach has the advantage of being more real-time and providing substantially immediate visual feedback to the user. The latter advantages can facilitate both a shortened learning cycle and a potentially speedier user interface in use.